CITY OF GAUTIER Business Agenda Item #5 Fact Sheet

Council Meeting:	June 16, 2015					
Title:	Authorization to submit application (s) for the					
		FY2017 Mis	ssissippi Tid	delands Trust Fu	ınding	
Introduced by:						
Contact Person/Telephone	Chandra Nicholson 497-8000 Ext. 312					
Summary Explanation: Auth Department of Marine Res Applications are due no late	ources for FY2	017 Tidela	nds Public			
Resolution		<u> </u>		П		
Ordinance						
Contract						
Minutes						
Plan Maps						
Order						
Other						
Submittal Authorization			City Manager			
		•		, ,		
Staff Recommendation:						
Approval						
Motion Made by:						
	ones Guillo	otte Va	aughan	Anderson	Colledge	
<u> </u>	<u> </u>	, <u> </u>	g	<u> </u>	<u>, </u>	
Second Made by:						
	ones Guillo	otte Va	aughan	Anderson	Colledge	
	<u> </u>	<u> </u>	<u> </u>			
Voted as follows:		Ayes	Nays	Abstained	Absent	
Mayor	Gollott					
At Large	Martin					
Ward 1	Jones					
Ward 2	Guillotte					
Ward 3	Vaughan					
Ward 4	Anderson					
Ward 5	Colledge					

Action Taken:

There came for consideration of the Mayor and Members of the Council of the City of Gautier, Mississippi, the following:

ORDER NUMBER 000-2015

IT IS HEREBY ORDERED by the Mayor and Members of the Council of the City of Gautier, Mississippi, that the submission of one or more applications to the Mississippi Department of Marine Resources for FY2017 Tidelands Public Access funding is hereby authorized.

IT IS FURTHER ORDERED that Council determine which project (s) staff should include in an applications (s) for FY2017 Public Access funding. If more than one grant application is recommended, priorties must be included.

IT IS FURTHER ORDERED that the City Manager or City Clerk is authorized to execute any and all documents necessary.

Motion was made by **BLANK**, seconded by **BLANK** and the following vote was recorded:

AYES:		
NAYS:		
ATTEST:	MAYOR	
ATTEST.		
CITY CLERK		

BLANK by Mayor and Members of the Council of the City of Gautier, Mississippi, at the meeting of June 16, 2015.